

Microlink™

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PUBLISHING

Graphics Design



P|L|A|T|O®

Computer-Based Education

Microlink Graphics Design



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Introduction

With the Microlink Graphics Editor, you can design and create displays that contain both graphics and text. This manual outlines just a few of the many tasks you can accomplish with the graphics editor, known as GUIDE on PLATO systems. It describes the sophisticated features of GUIDE that even a beginner can use. Then, step by step, it goes through the basics of using GUIDE. And it explains where you can get all the help you need to become an expert GUIDE user.

Uses for GUIDE

Because GUIDE can display both graphics and text, its uses are almost unlimited. You can use GUIDE graphics to illustrate and enliven any computer lesson. You can quickly put together charts and graphs that improve the clarity of your latest report, or you can illustrate your latest paper. You can chart your budget or create your own computer games. If you have a dot-matrix printer, you can print out and use your graphs, charts, and illustrations for presentations and displays.

Features

Using GUIDE, you can create text, line drawings, boxes, circles, arrows, pauses, highlighting, and much more. GUIDE displays can be drawn with just a few simple commands. Once you have created a display, you can erase it, edit it, rotate it, or move it around on the screen.

All GUIDE displays are easily converted to the TUTOR programming language. That means they can easily be incorporated into programs as illustrations. They can even be animated.

With GUIDE, you can design your own character set, or you can use any of those in the library of characters and illustrations. You can plot displays in any order that you choose. That means that you can make your lessons or papers look exactly the way you want them to.

Getting Started

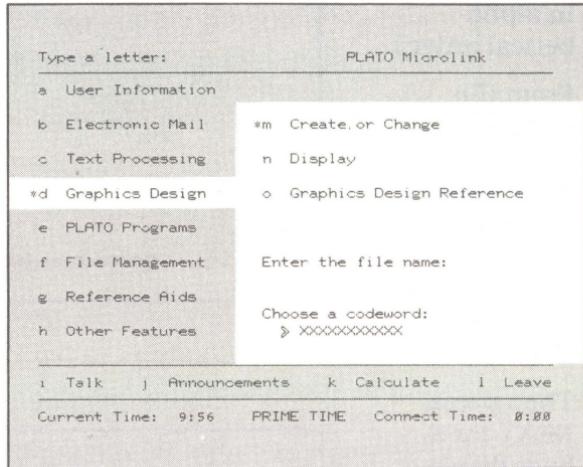
Getting started on GUIDE is simple. Just follow these directions.

Accessing Guide

To access GUIDE, just choose options "d" and "m" on the Microlink menu.

You then must enter a file name.

Then you are prompted to enter a codeword.



You will probably want to write these names down somewhere so that you do not forget them.

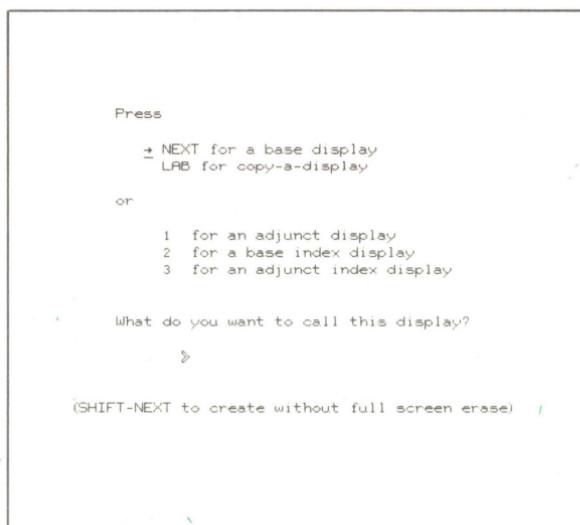
Once you have entered this information, the directory display appears.

The directory page lists all the displays that you create.

(Displays are listed by name in alphabetical order.)

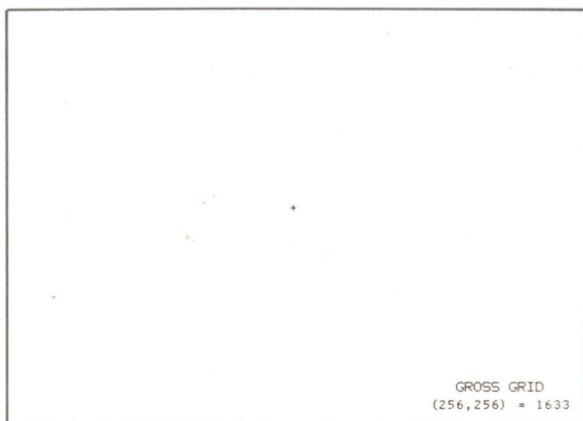
From the directory page, press SHIFT/LAB to add a new display. (Or type the letter of an existing display.)

Then press NEXT for a base display. (You can learn about the other kinds of displays later in the GUIDE reference aids.) You are prompted to name each display.



After pressing NEXT, you see a blank screen with a plus sign (+) in the middle.

Now you can begin to create your first GUIDE display.

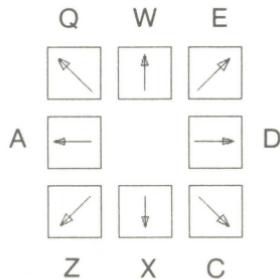


Draw a Line

The cursor (+) determines where your graphic or text begins.

You can move the cursor wherever you want on the screen by pressing the arrow keys.

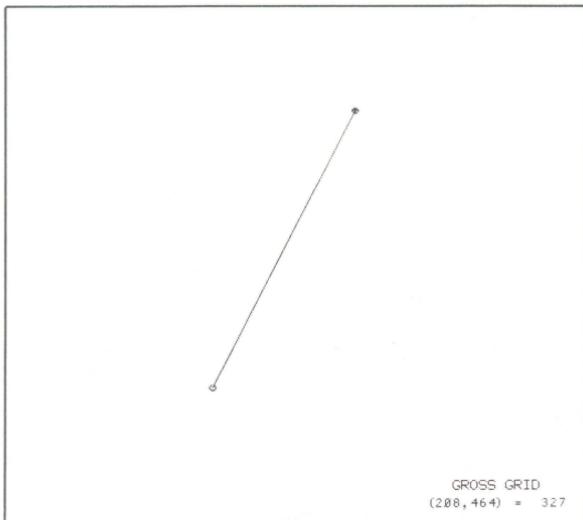
Try it!



Now position the cursor where you would like your line to begin.

Press "p". (That stands for the point at which a line starts.)

Next, position the cursor where you want your line to end.
Press "l" (for line).

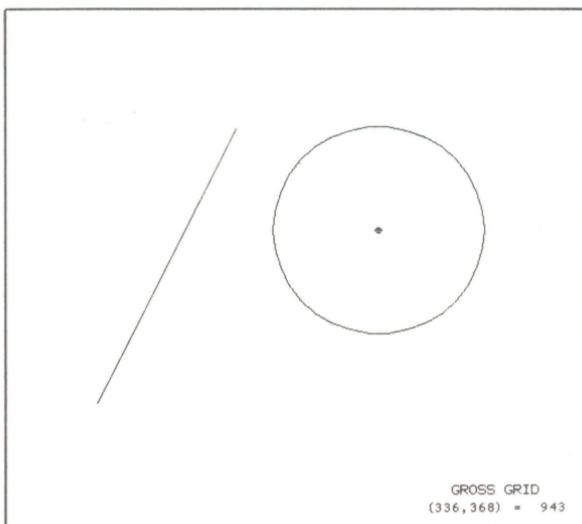


There you have it. Your first line. (The messy circles at the ends can be removed simply by pressing DATA, which replots the display.)

If you want to remove a line or any other item, just press ERASE and follow the prompts.

Draw a Circle

Circles are just as easy to draw as lines. First, position the cursor where you want the center of the circle to be.



Then press “o”.

You are then prompted to press “c” for a circle (or “a” for an arc).

Then move the cursor to indicate the radius of the circle as prompted.

Press NEXT and you have your circle.

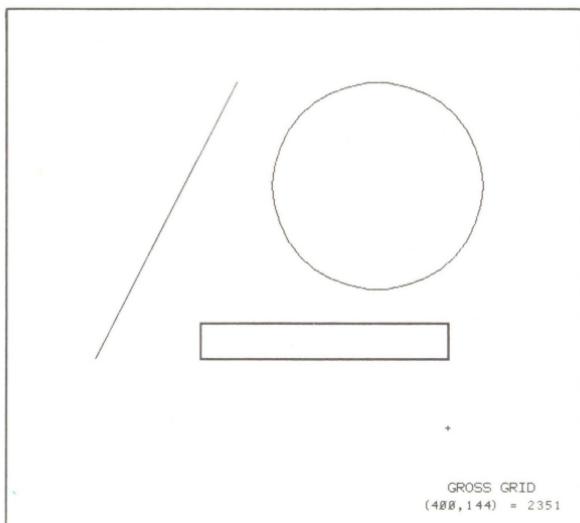
Draw a Box

Want to draw a box? Just position the cursor at one corner of the box and press “b”.

You are then prompted to move the cursor to the opposite (diagonal) corner of the box.

Then you must specify wall thickness. (Thickness ranges from -50 to 50. The best way to understand wall thickness is to experiment.) For a filled-in box, just press “s”.

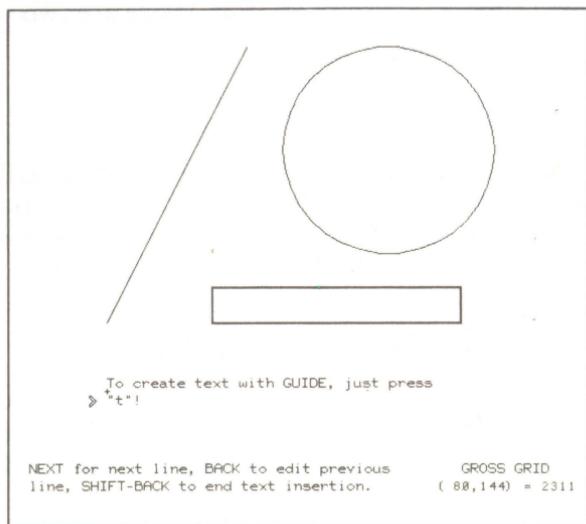
Then press NEXT.



Enter Text

Text can be entered anywhere you would like on the screen.

Press "t". An arrow appears to the left of the line of text.



The prompts at the bottom of the screen show you how to move from line to line. If you make a mistake, just press ERASE to delete one character or SHIFT/ERASE to delete one word at a time. Experiment with the EDIT and COPY keys as well.

Move the Text

Now try moving the text. Press "m".

Then follow the prompt at the bottom of the screen. Position the cursor at the new location and press LAB.

(Do not be confused by the prompt about pressing NEXT to move just one object. It is very useful when two objects overlap and you want to separate them.)

You can move graphics as well as text. "R" moves a graphic. "M" moves the entire display. Just follow the prompts.

For More Help

Once you have used GUIDE a few times, chances are you will want to try more of its features. Go right ahead! If you have questions, you can get answers on line. There are two ways to get help.

Use the “HELP” Option

Pressing the HELP key while you are working on a GUIDE display takes you to a listing of GUIDE options. The list provides prompts about how to draw figures, or move, erase, rotate, and otherwise manipulate text and graphics.

Read the GUIDE Reference Aids

If you want to know even more about GUIDE options, just choose option “g”, then option “n” on the Microlink menu for a full description of GUIDE capabilities and the information you need to use them.

The best way to learn about GUIDE is to use it. Experiment. Try making a pie chart or a cover page or a birthday card for a friend. GUIDE is easy to use. All it takes to become proficient is a little practice. The display at the right was created by a beginner after just three practice sessions. You can do it too!

